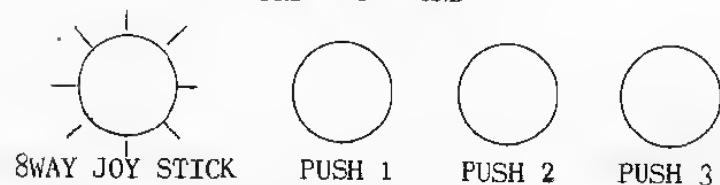


# K A R N O V

SOLDER SIDE		PARTS SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
COIN COUNTER 2	8	COIN COUNTER 1
	9	
SPEAKER (-)	10	SPEAKER (+)
	11	
TV GREEN	12	TV RED
TV SYNC	13	TV BLUE
SERVICE SWITCH	14	TV GND
	15	
COIN SWITCH 2	16	COIN SWITCH 1
START SWITCH 2	17	STAR SWITCH 1
2P CONTROL UP	18	1P CONTROL UP
2P CONTROL DOWN	19	1P CONTROL DOWN
2P CONTROL LEFT	20	1P CONTROL LEFT
2P CONTROL RIGHT	21	1P CONTROL RIGHT
2P CONTROL PUSH 1	22	1P CONTROL PUSH 1
2P CONTROL PUSH 2	23	1P CONTROL PUSH 2
2P CONTROL PUSH 3	24	1P CONTROL PUSH 3
	25	
	26	
GND	27	GND
GND	28	GND



- \* JOY STICK -- CONTROL & OPTION ITEM SELECTION
- PUSH 1 -- SHOOT BUTTON
- PUSH 2 -- JUMP BUTTON
- PUSH 3 -- OPTION CHOICE BUTTON

DIP SW 1	1	2	3	4	5	6	7	8
GAME CHARGE (TABLE)								
1coin 1credit	OFF	OFF			Usually			DON'T CHANGE
1coin 2credit	ON	OFF			OFF			OFF
1coin 3credit	OFF	ON			OFF			OFF
2coin 1credit	ON	ON			OFF			OFF
GAME CHARGE (UPRIGHT)								
1coin 1credit			OFF	OFF				
1coin 2credit			ON	OFF				
1coin 3credit			OFF	ON				
2coin 1credit			ON	ON				
SCREEN REVERSE								
NORMAL						ON		
TABLE TYPE						OFF		
UPRIGHT TYPE							OFF	
							ON	
DIP SW 2	1	2	3	4	5	6	7	8
NUMBER OF PLAYER 3	OFF	OFF						
5	ON	OFF						
1	OFF	ON						
ENDLESS	ON	ON						
INCREASE NUMBER OF LIVES								
# OF 'K' MARK 50			OFF	OFF				
70			ON	OFF				
90			OFF	ON				
100			ON	ON				
DIFFICULTY NORMAL					OFF	OFF		
EASY					ON	OFF		
DIFFICULT					OFF	ON		
VERY DIFFICULT					ON	ON		
ATTRACT MODE SOUND								
NO SOUND							ON	
TIMER DECREASE SPEED							OFF	
NORMAL								OFF
FAST								ON